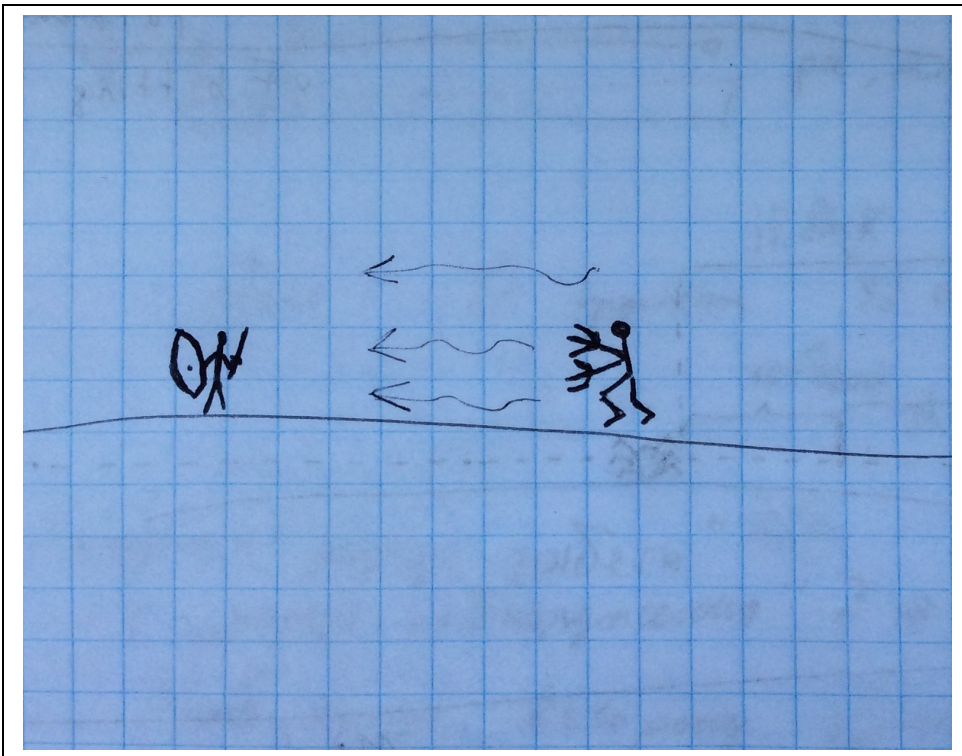


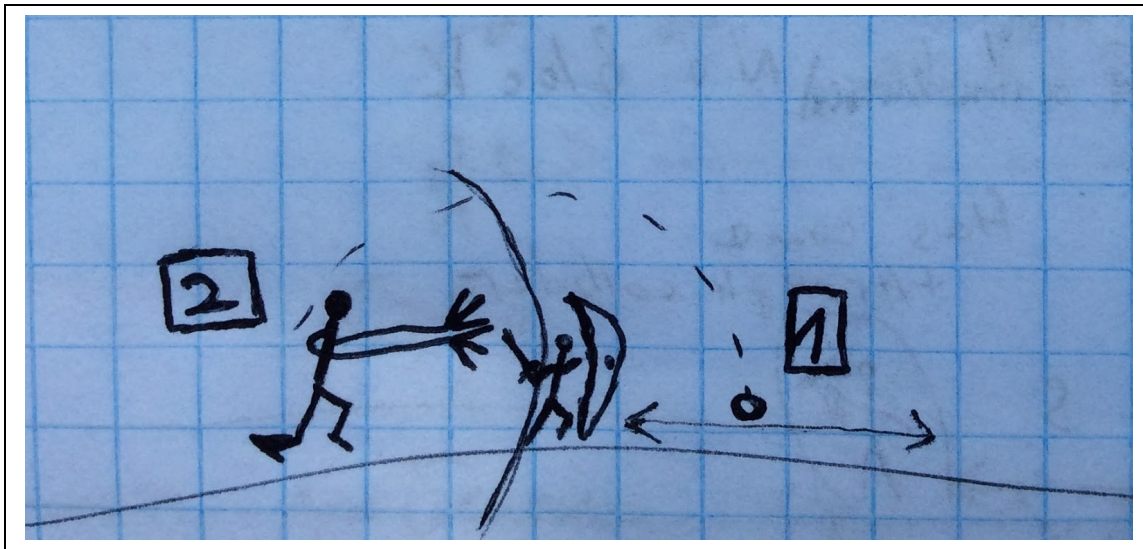
## In general

**Mad Runner** runs fast towards a player putting his sharp-clawed clutches forward in purpose of piercing the player. The enemy can also jump over the player and hit from the back. Mad Runner's weak point is the period when his clutches are stuck into the earth.

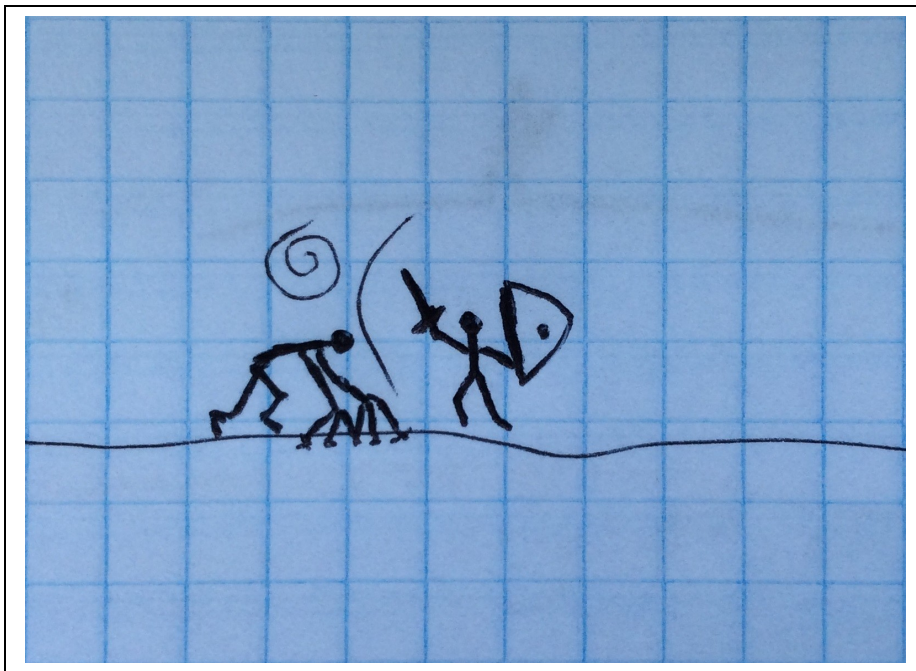


## Blocking

If a player has activated blocking while Mad Runner was inside the **Segment [1]**, the enemy will jump behind the player's back. In the air the enemy will turn around, then he will land and deliver - **[2] an attack from top to down**. If the player has stood still and hasn't moved a little, he is inside the damage area.

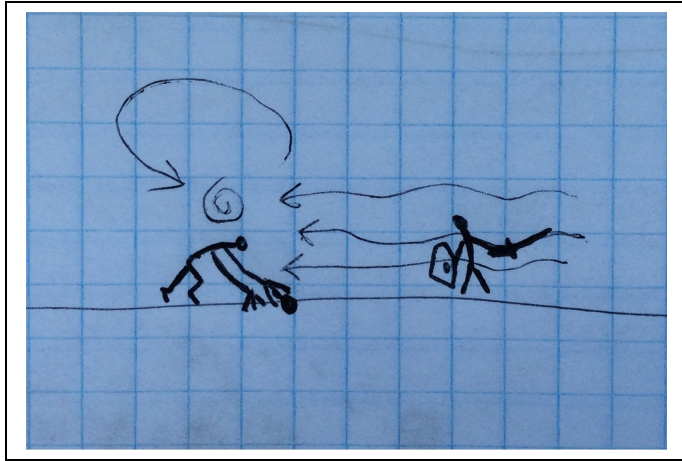


As a result of the delivering of the attack from top to down - the enemy's clutches are stucked into the earth for some time. It is the best time to hit him.



## No blocking

If a player just stands still/uses rolling, then Mad Runner will run “through” the player (if rolling has not been used, the player will take some damage). After that the enemy in purpose of stopping will stick his clutches into the earth, because of it he will mechanically travel a short braking distance turning his front side to the player at the same time. (So Mad Runner gets into the same state which he can get into after both the player's blocking has been jumped over and the attack from top to down has been delivered).



## How to defeat

### 1. With blocking

To activate blocking (the enemy will jump behind the character's back), then to move forward a little (to evade a hit from the back), then to kill the enemy during his "clutches into the earth" animation.

### 2) With no blocking

To roll through the enemy, then the enemy will stick his clutches into the earth in purpose of braking. To get back to the enemy and to kill the one.

## Possible player's mistakes

1. Just to stand still while Mad Runner runs towards you. You get some damage because the enemy pierces you with his clutches (runs "through" the character).
2. To try to hit the enemy immediately he has jumped over you - you for sure take some damage from the Mad Runner's top-down attack.